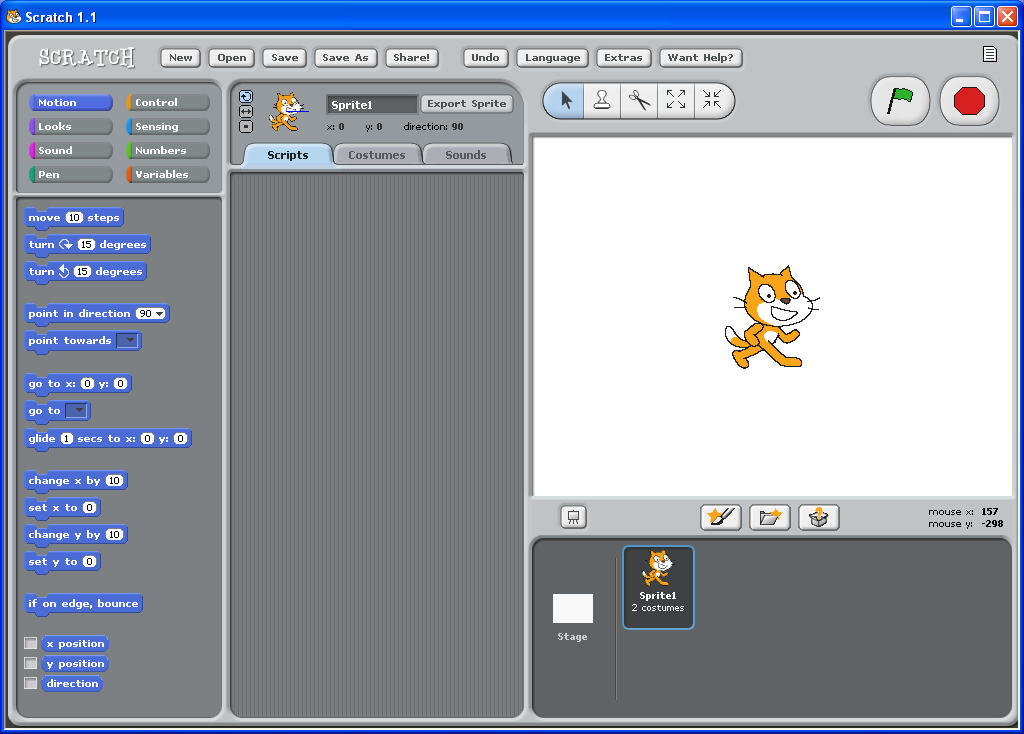
 [](http://scratch.mit.edu/)

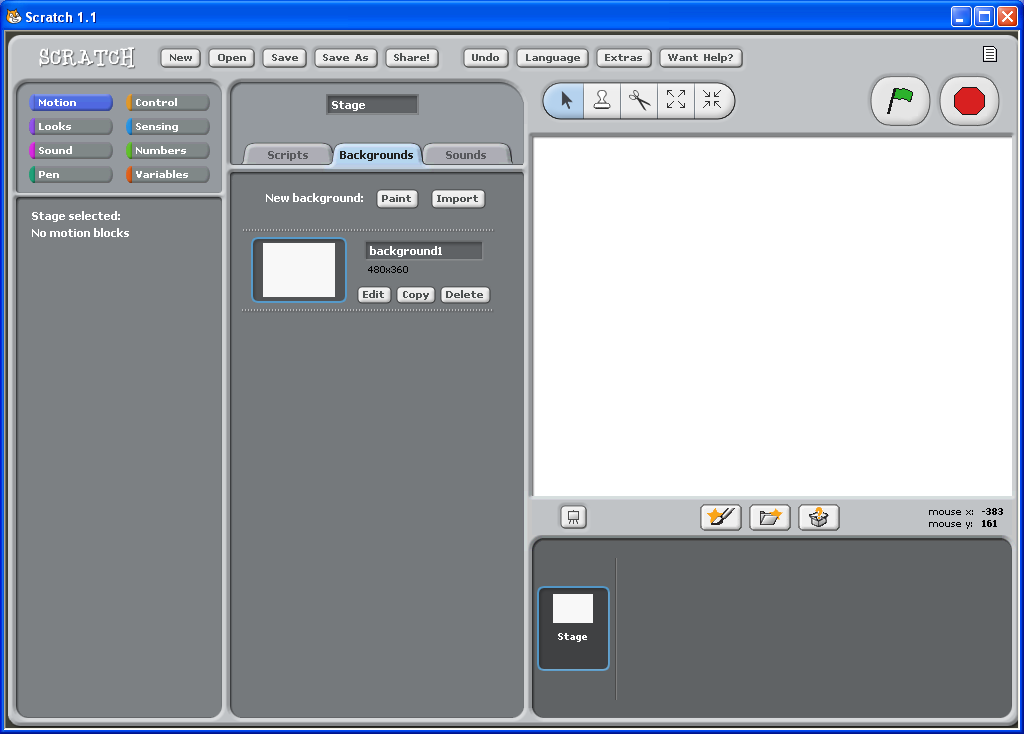
In this project you will experiment with importing backgrounds that are not part of the standard set that comes with scratch and also experiment with editing the size of Sprites. Start a new project

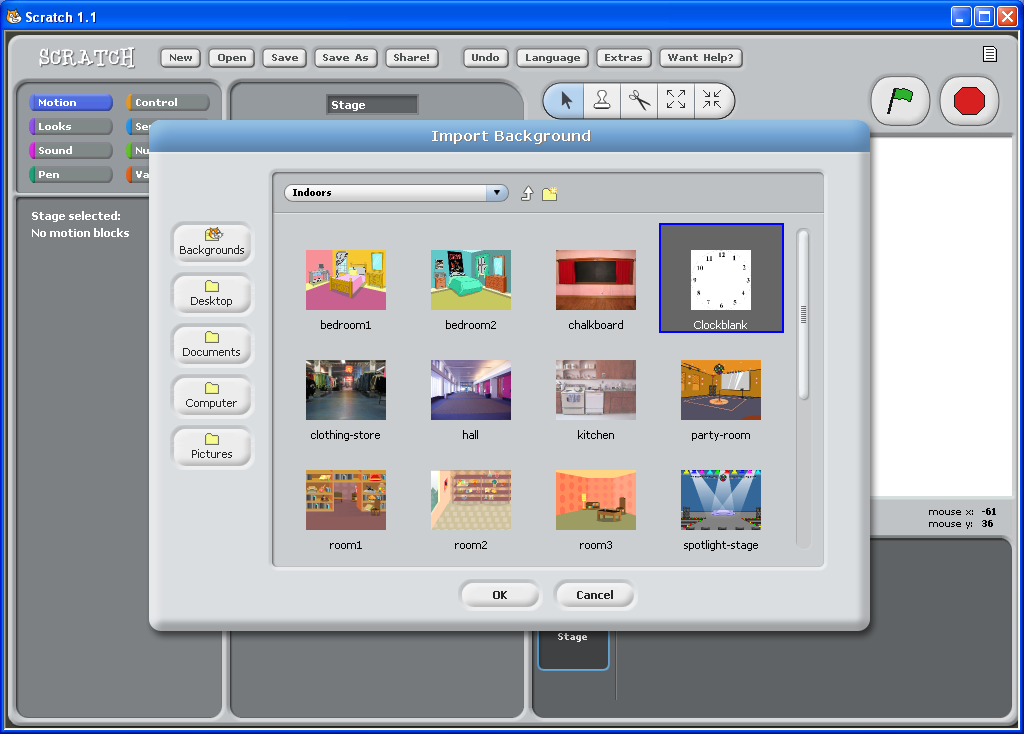


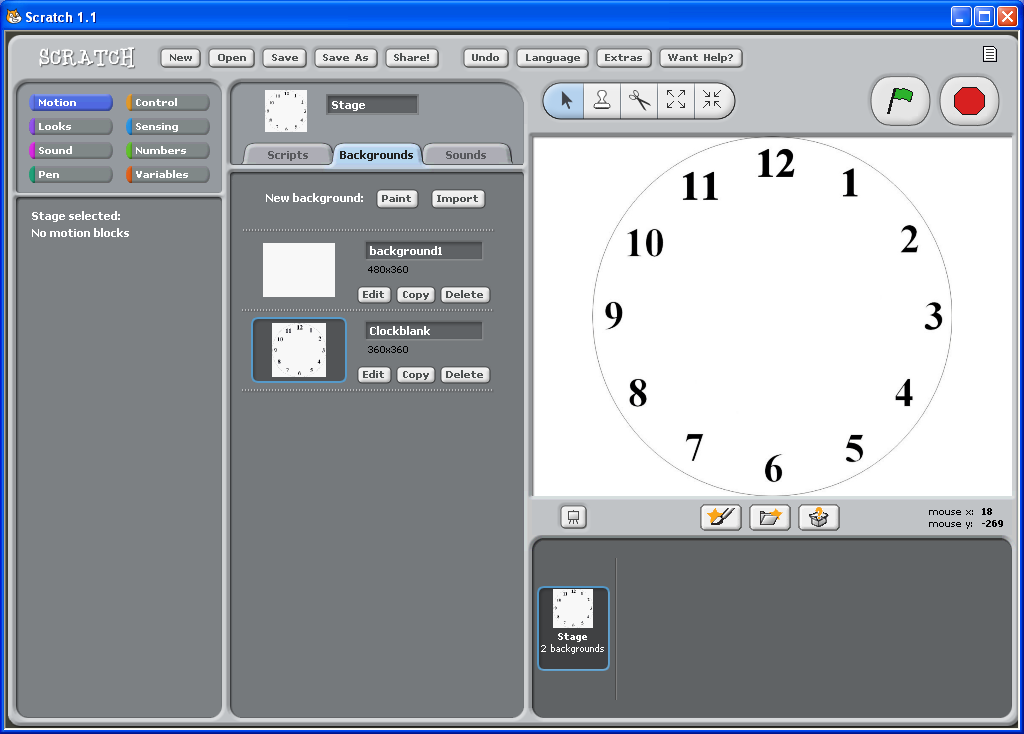
Click on the scissors and select the cat sprite to delete it

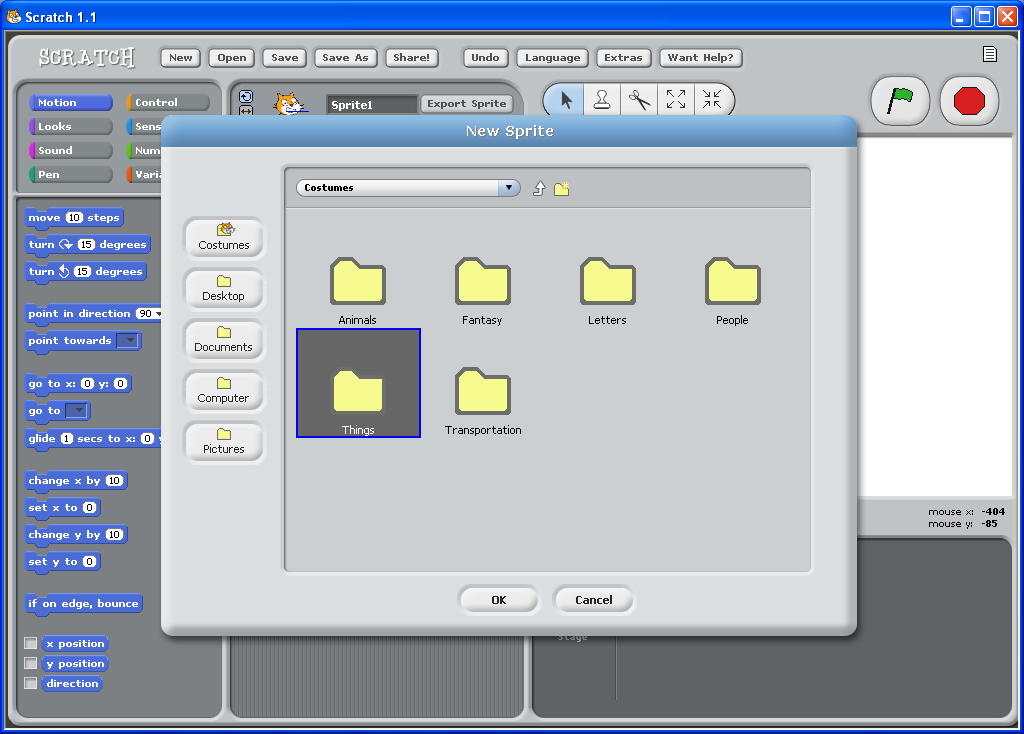
Double click the **stage** button

Select the centre tab entitled **backgrounds**

Click the **import** button and browse for the **clock face** (note that this isn’t part of the standard files supplied with Scratch and so you will have to import it from the desktop)

******

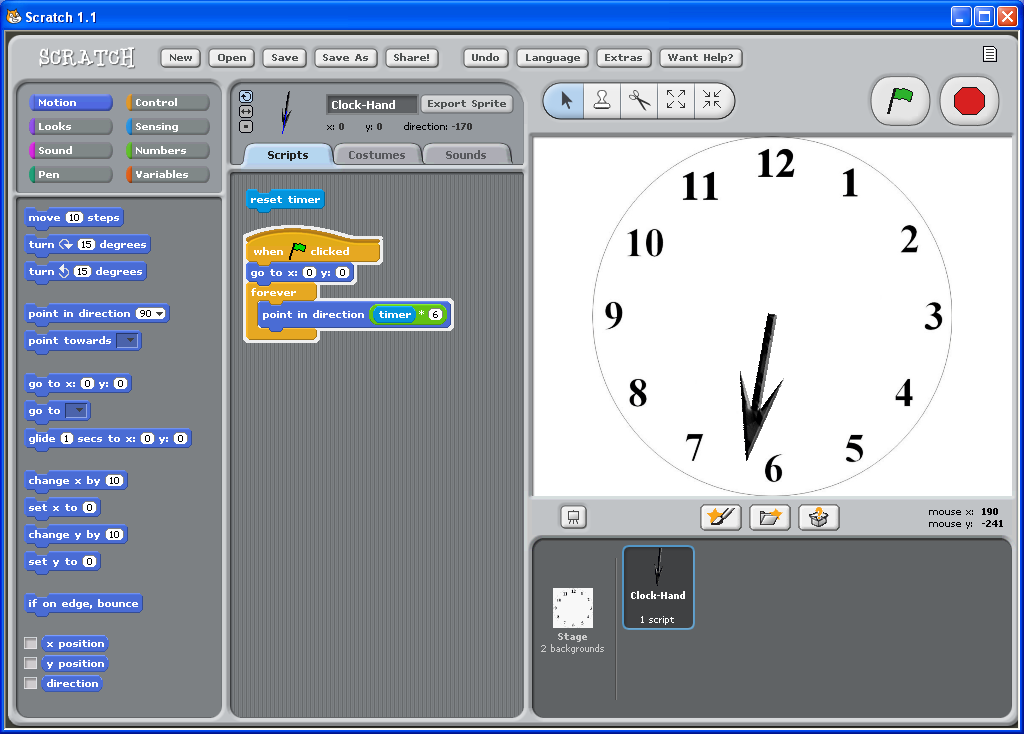
******Click the centre button below the stage in order to import a new sprite



Select the **Things** folder



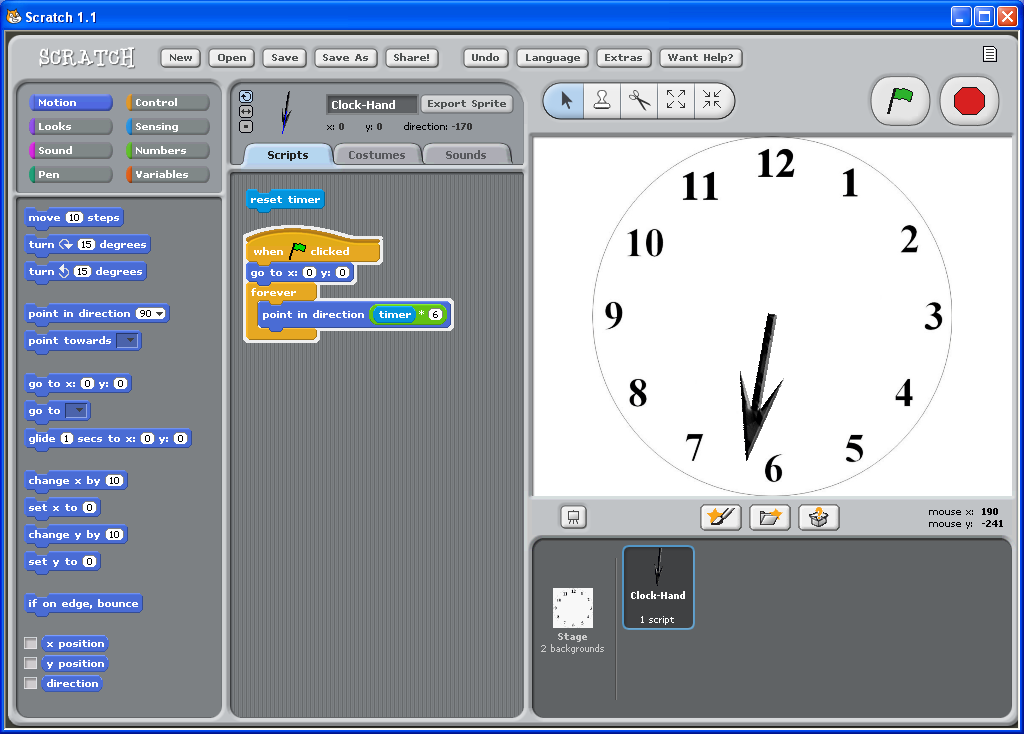
Select the clock hand and click OK

******

Note that the script automatically centres the hand on the page when you run the script

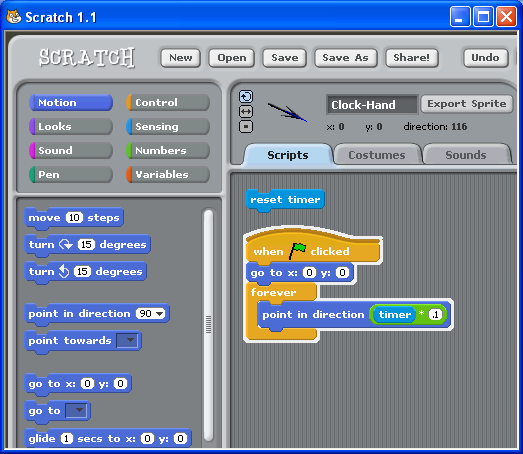
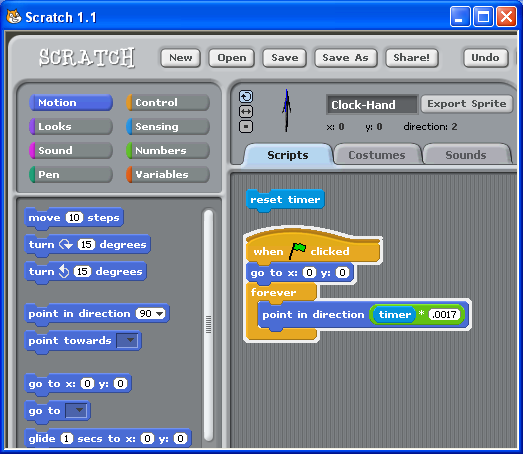
Note the time on the clock had is set to 6.

This roughly corresponds to the speed of a second hand on a clock.

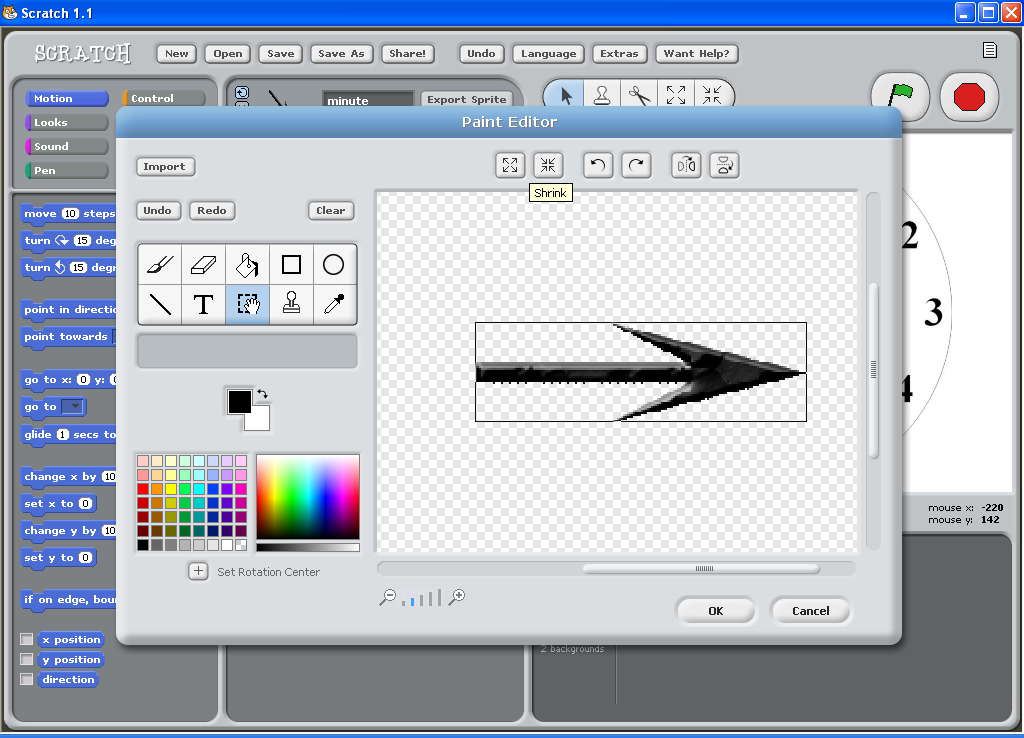
******

Import two other clock hands

Rename all the hands as Hour, Minute and Second so that you don’t get them mixed upSet the speed of the other hands to 0.1 and 0.0017 (these speeds roughly correspond to the speeds of minute and hour hands on a clock)

*** ***

Edit the size of the hands

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You have made a clock!!

